



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Bauk**.



This fan-fiction article, **Bauk**, was written by TPatricio, Adalwulf of Aedirn and Witcher190. Please do not edit this fiction without the writers' permission.

Bauk



Physiology

Height

Taller than the average human, but smaller than various types of ogroids such as giants and cyclops

Ecology

Lifespan

More than the average human, but less than the average Aen Seidhe elf

Intelligence

Human-like intelligence

Nature

Wicked

Range

Northernmost regions of the Old Continent

Habitat

Usually foggy forests, dense swamps, shadowy caves, wells and abandoned houses but it can also be found near villages and cities

Diet

Carnivorous

Predators

Witchers

A **bauk**, also known as **bau**, **baek**, or **bayk** (depending on the dialect), is a monster characterized by its six arms and the ability to perfectly mimic the voices and sounds of other beings. This mimicry extends beyond simple vocal imitation to include the mannerisms, breathing patterns, and even the subtle nuances of distress calls, making it an exceptionally deceptive predator. Because of this, it tends to stay near villages or cities, where it can find easy prey—humans (and sometimes non-humans too).

- [1 Habitat and Behaviour](#)
- [2 Physiology and Abilities](#)
- [3 Slaying](#)
- [4 Notes](#)

Habitat and Behaviour

Bauks are mostly found in the northernmost regions of the Old Continent. They prefer habitats that allow them to use their surroundings as camouflage, which they naturally lack. As such, bauks prefer environments such as foggy forests, dense swamps, shadowy caves, wells, and abandoned houses^[1], where the low visibility allows them to remain undetected while stalking their prey.

In these environments, the bauk uses its ability to mimic voices to attract different types of prey to its lair. Usually, these prey range from large animals or monsters to humans and, more rarely, non-humans. Its skill in vocal imitation allows it to lure victims by replicating familiar voices, often mimicking distress calls or the voices of lost companions to deceive and ensnare them. Some bauks are intelligent enough to deceive humans in villages, making them believe they are minor gods, spirits of nature, or vengeful entities that require offerings. This phenomenon is most common in isolated communities with limited external contact, where superstitions thrive. However, even in more developed areas, rumors and folklore about bauks manipulating humans persist, making them a feared monster in both remote and well-connected settlements. In rare cases, entire villages have been known to structure their beliefs around a bauk, unknowingly providing it with food and sacrifices over generations. This deception allows them to receive easy food from time to time without losing their facade. In the vicinity of cities, they usually hide in nearby regions such as forests, where they lure unaware travelers to their lairs by mimicking the voices of their loved ones or trusted figures, causing them to stray from the main road and fall into their traps.

Physiology and Abilities



Bauk's body

The bauk is a bipedal creature. It has strong claws on its six arms that allow it to quickly take down creatures larger than itself, and sharp teeth that can shatter even the hardest bones, enabling it to feed entirely on its victim. Additionally, it possesses strength far superior to that of a human, granting it the ability to break through wooden barriers and even dent metal when enraged. It also has powerful vision, allowing it to see clearly in the environments where it resides, even in near-total darkness. This vision is not merely enhanced clarity; it includes thermal detection, allowing the bauk to track heat signatures of its prey, as well as motion sensitivity, making it especially adept at detecting even the slightest movement in low-visibility conditions.



Another view of a bauk's body

However, its greatest ability, apart from mimicking voices perfectly, is its capacity to smell the victim's fear through its beak-like nose. This olfactory sense is so refined that it can distinguish between different levels of fear, allowing it to tailor its approach to further terrify its prey. It can also perform a natural magical scan that enables it to access the victim's mind, uncovering their deepest anxieties and phobias. This allows the bauk to manipulate its prey psychologically, often driving them into a state of complete helplessness before making its move. Additionally, some subspecies of bauks are known to release a faint, paralytic pheromone that weakens the willpower of their victims, making them more susceptible to psychological manipulation and ensuring an easier hunt.

Slaying



①

A bauk's face

There are several ways to kill a bauk. If one is in a low-visibility environment, prior to engaging in combat, it is recommended to use potions such as Cat or Albatross^[2] (the latter being useful in foggy environments). Their eyes, as powerful as they are and with protective membranes to shield them from various elements, do not have efficient regulation mechanisms for large amounts of light. Therefore, the use of Signs such as Luxii is recommended at the beginning of a fight to blind it and reduce its imposing speed. This defect in its eyes is compensated not only by its large size and six arms but also by its great speed for a creature of its size. Bauks also have highly developed hearing, making Signs like Zuufr effective for amplifying the initial impact of combat, especially when used in combination with Luxii.



①

Using Quen can be the key to not dying at the hands of a bauk.

When engaging a bauk, it is crucial to maintain awareness of your surroundings, as the monster will attempt to use its keen sense of fear detection and magical scanning capabilities along with the terrain to its advantage. Trapping it in an enclosed space or forcing it into an open area where its speed is less effective can provide a significant advantage. To fight them effectively, like with other monsters, one must use a silver sword, as conventional weapons will struggle to deal significant damage.

Due to their large size, bauks are not vulnerable to Signs such as Aard, nor are they affected by Signs such as Axii due to their high intelligence. Signs like Sommne are not useful because the bauk can keep half of its brain asleep while the other remains active. Signs such as the aquatic Moahk and muddy Limus are not useful, because, although they are bipedal creatures, they have a great sense of balance and can, if needed, use any of their six arms to keep themselves upright. Signs such as Neuron, which attack the nervous system, are also ineffective due to the bauk's six arms, which grant it a more complex nervous system capable of mitigating pain if necessary. Due to the already mentioned strong sense of balance, Signs such as Naüse are also ineffective, as they can quickly counteract the dizziness-induced effect.

However, they do not have natural armor like other monsters, so Signs like the acidic Chlorinic and Aceta, as well as Signs like Igni and Vintyr can be used against them. A bauk can also be slowed with Signs like Yrden or Gravem. It is also vulnerable to electrical spells, making Signs like Volun effective against it.

To defend against the powerful claws of the bauk and its speed, Signs like Quen, Shadi and Heliotrope are recommended (the latter in extreme moments). Petrax or Podral can also be used if the bauk has grabbed you and you need to free yourself, or in the case of Petrax, when the bauk has thrown you hard against something and you don't have time to use Quen or consumed the Tiara potion.

Notes

1. [↑] A reference to its counterpart in Serbian myths, which is a bogeyman-like figure.
2. [↑] Fan-made name given to the potion Ciri uses in the TW4 trailer, based on the fact that animals such as albatrosses are able to see in foggy environments.